



FUNSOFT

SNOKIE

JET-LOAD



● Fast Arcade Action ● Lifelike Animation

A young sno-bird named SNOKIE is the hero of this adventure. SNOKIE has been separated from his girlfriend CARA by evil 'groddies' who have captured her and are now holding her prisoner deep in a snow cave.

For CARA, time is running out. Unless she's rescued soon, she'll be forced to marry the grodie leader, MAX. CARA needs to be rescued - now! It won't be easy.

Join SNOKIE in his rescue attempt to save CARA! Experience the trials of an arctic adventure like none other!

SCORING

Your success with SNOKIE depends only on your forward progress in reaching CARA. This is measured by the displayed score.

Normally you have three lives per game. However as a reward for outstanding play, you will receive an additional life for each 10,000 points scored.

When you arrive at the finish in the NORMAL speed play, the game will continue from the beginning in the HIGH SPEED play mode.

The HIGH SCORE is automatically saved to the disk in the disk version.

ABOUT THE AUTHORS

Yves Lempereur, 22, is the programmer of SNOKIE. Yves lives in Belgium, a small country in Europe known for fine lace, waffles and the SMURFS. He likes to program and has produced five games for the TRS-80 and TIME RUNNER for the ATARI. Yves' favourite programmer is Bill Hogue of BIG FIVE SOFTWARE, author of MINER 2049er. Outside of programming and computers, Yves likes customised cars, CB radio, bowling and visits to California.

Alain Marsily, 21, designed the game graphics and scenario for SNOKIE. Alain also lives in Belgium. He likes computer games and plays almost every game available for the ATARI, APPLE, TRS and COMMODORE computers. Alain likes American movies, bowling and trips to California where it is usually more sunny than in Belgium.



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